

Player Name

Hehron 14 Monk|Assassin Ghostwalker 47,000  
Character Name Level Class Paragon Path Epic Destiny Total XP  
Shadar-kai Medium 28 Male 6-1 200 Good The Raven Queen  
Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
13	Initiative	6	7

CONDITIONAL MODIFIERS

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
11	STR Strength	0	7
20	CON Constitution	5	12
23	DEX Dexterity	6	13
11	INT Intelligence	0	7
14	WIS Wisdom	2	9
9	CHA Charisma	-1	6

### HIT POINTS

MAX HP	BLOODED	HEALING SURGES
83	41	20
	1/2 HP	1/4 HP
CURRENT HIT POINTS		CURRENT SURGE USES
SECOND WIND 1/ENCOUNTER		USED <input type="checkbox"/>
TEMPORARY HIT POINTS		
DEATH SAVING THROW FAILURES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
SAVING THROW MODS +2 Racial bonus against the unconscious condition, +2 to all death saving throws		
RESISTANCES		
CURRENT CONDITIONS AND EFFECTS		

### SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
15	Acrobatics	DEX	13	0	n/a
7	Arcana	INT	7	0	n/a
7	Athletics	STR	7	0	n/a
6	Bluff	CHA	6	0	n/a
6	Diplomacy	CHA	6	0	n/a
9	Dungeoneering	WIS	9	0	n/a
17	Endurance	CON	12	5	n/a
9	Heal	WIS	9	0	n/a
7	History	INT	7	0	n/a
14	Insight	WIS	9	5	n/a
8	Intimidate	CHA	6	0	n/a
9	Nature	WIS	9	0	n/a
9	Perception	WIS	9	0	n/a
12	Religion	INT	7	5	n/a
20	Stealth	DEX	13	5	n/a
8	Streetwise	CHA	6	0	n/a
13	Thievery	DEX	13	0	n/a

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
25	AC	17	6			2		

CONDITIONAL BONUSES  
+1 AC while you are bloodied

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
23	FORT	17	5				1	

CONDITIONAL BONUSES  
+1 Fortitude Defense while you are bloodied

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
23	REF	17	6					

CONDITIONAL BONUSES  
+1 Reflex Defense while you are bloodied

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
21	WILL	17	2	2				

CONDITIONAL BONUSES  
+1 Will Defense while you are bloodied

### ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### RACE FEATURES

**Shadow Jaunt** - You have the shadow jaunt power**Winterkin** - +1 to Fortitude; +2 to death saving throws

and against unconsciousness

**Shadow Origin** - You have the shadow origin

### CLASS / PATH / DESTINY FEATURES

**Level 1 Mercenary Feature** - You gain the takedown strike**Monastic Tradition (Hybrid)** - Gain flurry of blows power f**Iron Soul (Hybrid)** - Gain Iron Soul Flurry of Blows**Hybrid Monk Will****Assassin's Shroud (Hybrid)** - Gain the assassin's shroud p**Hybrid Assassin Will****Guild Training (Hybrid)** - Choose a training method.**Bleak Disciple (Hybrid)** - Gain con mod temporary hitp**Level 5 Mercenary Feature** - You gain a +2 power bonus t**Level 10 Mercenary Feature** - While you are bloodied, you**Ghostwalker's Action** - Use action point, weaken enemies**Of Two Worlds** - Gain concealment on combat advantage; s

### LANGUAGES KNOWN

Common, Draconic

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
24	Passive Insight	10	+

19	Passive Perception	10	+
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SPECIAL SENSES  
Low-light Vision

### ATTACK WORKSPACE

### DAMAGE WORKSPACE

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
20	vs AC	Iron Body Ki Focused Sickles	1d6+6
17	vs AC	Ki Sickles +2	1d6+5
13	vs AC	Unarmed (Melee)	1d4+3
13	vs AC	Unarmed (Range)	1d4+6

### FEATS

**Hybrid Talent** - Gain a hybrid talent option for one of your hybrid class entries**Melee Training (Dexterity)** - Use Dex for MBAs but gain only 1/2 modifier to damage**Slashing Kama Style****Aberrant Mark of Contagion** - Enemy hit with your daily attack power takes -2 to saving throws against ongoing damage for the encounter**Beshaba's Boon** - Gain 5 temp hp each time enemy fails saving throw against your effect**Cruel Shroud** - You have CA against shrouded targets**Against All Odds** - If 3+ foes adjacent to you at start of your turn, gain +1 to attacks and damage until end of that turn**Gritty Determination** - Gain 1/2 level + Con modifier

temp hp when you use daily attack power

**Ki Focus Expertise** - +1/+2/+3 (by tier) to ki focus attacks; +1/+2/+3 (by tier) to damage with ki focus against bloodied enemies



CHARACTER NAME  
**Hehron**

PLAYER NAME

RACE Shadar-kai CLASS Hybrid LEVEL 14

SCORE	ABILITY	MOD
<b>HP</b> 83	<b>11 STR</b> +0	<b>AC</b> 25
<b>Spd</b> 6	<b>20 CON</b> +5	<b>Fort</b> 23
<b>Init</b> +13	<b>11 DEX</b> +6	<b>Ref</b> 23
	<b>11 INT</b> +0	<b>Will</b> 21
	<b>14 WIS</b> +2	
	<b>9 CHA</b> -1	

**24** Passive Insight **19** Passive Perception

PLAY DATA DUNGEONS & DRAGONS

Second Wind

KEYWORDS

Standard ☐ ☐ ☐ Personal ☐

**ACTION** ☐ ☐ ☐ **RANGE**

☐ AT-WILL ☒ ENCOUNTER ☐ DAILY

Effect: You spend a healing surge and regain 20 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

Opportunity Attack

KEYWORDS

Opportunity ☐ ☐ ☐ Melee 1

**ACTION** ☐ ☐ ☐ **RANGE**

**7** vs **Fort** One creature

**ATTACK** **DEFENSE** **TARGET**

**Trigger:** An enemy that you can see either leaves a square adjacent to you or uses a ranged or an area power while adjacent to you.  
**Effect:** You make a melee basic attack against the target.

ADDITIONAL EFFECTS

CLASS LEVEL \* BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Skills

15	Acrobatics	DEX
7	Arcana	INT
7	Athletics	STR
6	Bluff	CHA
6	Diplomacy	CHA
9	Dungeoneering	WIS
17	Endurance	CON (Trained)
9	Heal	WIS
7	History	INT
14	Insight	WIS (Trained)
8	Intimidate	CHA
9	Nature	WIS
9	Perception	WIS
12	Religion	INT (Trained)
20	Stealth	DEX (Trained)
8	Streetwise	CHA
13	Thievery	DEX

ADDITIONAL EFFECTS

PLAY DATA DUNGEONS & DRAGONS

Bull Rush Attack

KEYWORDS

Standard ☐ ☐ ☐ Melee 1

**ACTION** ☐ ☐ ☐ **RANGE**

**7** vs **Fort** One creature

**ATTACK** **DEFENSE** **TARGET**

**Attack:** Strength vs. Fortitude  
**Hit:** You can push the target 1 square and then shift 1 square into the space it left.

Unarmed: +7 attack

ADDITIONAL EFFECTS  
+1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.

CLASS LEVEL \* BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Iron Soul Flurry of Blows

KEYWORDS Psionic

No Action ☐ ☐ ☐ Melee 1

**ACTION** ☐ ☐ ☐ **RANGE**

**7** vs **Fort** One creature

**ATTACK** **DEFENSE** **TARGET**

**Trigger:** You hit with an attack during your turn  
**Effect:** The target takes damage equal to 2 + your Constitution modifier (+5), and it cannot shift until the start of your next turn. If the target was not a target of the triggering attack, it also can't make opportunity attacks until the end of your turn.  
**Special:** You can use this power only once per round.  
**Slashing Kama Style:** When you use your flurry of blows power, choose one target of the power that is adjacent to you. The target instead takes ongoing damage equal to the damage that you would have dealt to it with the power.

ADDITIONAL EFFECTS

CLASS Monk LEVEL BOOK PP

AT-WILL POWER DUNGEONS & DRAGONS

Action Point

ADDITIONAL EFFECTS

**Ghostwalker's Action:** When you spend an action point to make an attack, any enemy granting combat advantage to you that is hit by that attack is weakened until the end of your next turn.

**Effect:** Gain a standard action this turn.  
**Special:** You are reset to one action point when you take an extended rest. You gain an action point each milestone.

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Grab Attack

KEYWORDS

Standard ☐ ☐ ☐ Melee touch

**ACTION** ☐ ☐ ☐ **RANGE**

**7** vs **Reflex** One creature that is no more than

**ATTACK** **DEFENSE** **TARGET**

**Requirement:** You must have a hand free.  
**Attack:** Strength vs. Reflex  
**Hit:** You grab the target until the end of your next turn. You can end the grab as a free action.  
**Sustain Minor:** The grab persists until the end of your next turn.

Unarmed: +7 attack

ADDITIONAL EFFECTS  
+1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.

CLASS LEVEL \* BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Executioner's Noose

KEYWORDS Force, Implement, Shadow

Standard ☐ ☐ ☐ 5 Ranged 5

**ACTION** ☐ ☐ ☐ **RANGE**

**18** vs **Fort** One creature

**ATTACK** **DEFENSE** **TARGET**

**Attack:** Dexterity vs. Fortitude  
**Hit:** 1d6 + Dexterity modifier (+6) force damage, and you pull the target 2 squares. The target is slowed until the end of your next turn.  
Level 21: 2d6 + Dexterity modifier (+6) force damage.

Iron Body Ki Focused Sickle +3: +18 attack, 1d6+9 damage  
Ki Sickle +2: +15 attack, 1d6+8 damage  
Iron Body Ki Focus +3: +18 attack, 1d6+9 damage

ADDITIONAL EFFECTS  
+2 to damage rolls against bloodied targets - Ki Focus Expertise.  
+1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.  
+1 to damage rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.

CLASS Assassin LEVEL 1 BOOK Dragon 379

AT-WILL POWER DUNGEONS & DRAGONS

Assassin's Shroud

KEYWORDSShadowUSED

Free		Close burst 10
<b>ACTION</b>	<b>10</b>	<b>RANGE</b>
	<b>vs</b>	One enemy you can see in burst
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Effect:** You subject the target to your shroud. If any of your shrouds are already on the target, you subject it to an additional shroud, up to a maximum of four. The shrouds last until you use this power against a different enemy or until the end of the encounter.

Before you make an attack roll against the target, you choose to invoke either all your shrouds on it or none of them. If you invoke your shrouds, the attack deals 1d6 damage per shroud, minus one shroud if the attack misses, and all your shrouds then vanish from the target. This damage roll never benefits from bonuses to damage rolls, and is in addition to the attack's damage, if any.

Level 11: 1d6 + 3 damage per shroud.  
Level 21: 1d6 + 6 damage per shroud.

**Special:** You can use this power only on your turn and only once per turn.  
**Cruel Shroud:** You have combat advantage against targets subject to your assassin's shroud power.

ADDITIONAL EFFECTS

CLASSAssassinLEVELBOOK*Dragon 379*

AT-WILL POWER

Lion's Den

KEYWORDSFull Discipline, Implement, PsionicUSED

Standard		Melee touch
<b>ACTION</b>		<b>RANGE</b>
<b>18</b>	<b>vs</b>	<b>Reflex</b>
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Dexterity vs. Reflex  
**Hit:** 1d6 + Dexterity modifier (+6) damage. Until the start of your next turn, as a free action, you can deal damage equal to your Constitution modifier (+5) to any enemy that enters a square adjacent to you.

Level 21: 2d6 + Dexterity modifier (+6) damage.

**Movement Technique**  
**Move Action Personal**  
**Effect:** You shift 1 square and gain a +1 power bonus to all defenses until the start of your next turn.

Iron Body Ki Focused Sickie +3: +18 attack, 1d6+9 damage  
Ki Sickie +2: +15 attack, 1d6+8 damage  
Iron Body Ki Focus +3: +18 attack, 1d6+9 damage

ADDITIONAL EFFECTS

CLASSMonkLEVEL1BOOK*PP*

AT-WILL POWER

Gloom Thief

KEYWORDSShadow, WeaponUSED

Standard		Melee weapon
<b>ACTION</b>		<b>RANGE</b>
<b>20</b>	<b>vs</b>	<b>AC</b>
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Dexterity vs. AC  
**Hit:** 2[W] + Dexterity modifier (+6) damage.

Until the end of your next turn, you are invisible while within 2 squares of the target.

Iron Body Ki Focused Sickie +3: +20 attack, 2d6 +9 damage  
Ki Sickie +2: +17 attack, 2d6+8 damage

ADDITIONAL EFFECTS

CLASSAssassinLEVEL1BOOK*Dragon 379*

ENCOUNTER POWER

Grasping Tide

KEYWORDSFull Discipline, Implement, PsionicUSED

Standard		Melee touch
<b>ACTION</b>		<b>RANGE</b>
<b>18</b>	<b>vs</b>	<b>Reflex</b>
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Dexterity vs. Reflex  
**Hit:** 2d6 + Dexterity modifier (+6) damage, and the target is dazed until the end of your next turn.

**Movement Technique**  
**Move Action Personal**  
**Effect:** You shift 2 squares. During the shift, if you leave a square adjacent to any enemy that you have hit on this turn, you can slide that enemy 1 square into the space you vacated.

Iron Body Ki Focused Sickie +3: +18 attack, 2d6+9 damage  
Ki Sickie +2: +15 attack, 2d6+8 damage  
Iron Body Ki Focus +3: +18 attack, 2d6+9 damage

ADDITIONAL EFFECTS

CLASSMonkLEVEL7BOOK*PH3*

ENCOUNTER POWER

Tormented Spirit

KEYWORDSFull Discipline, Implement, Necrotic, Psionic, TeleUSED

Standard		Melee touch
<b>ACTION</b>		<b>RANGE</b>
<b>18</b>	<b>vs</b>	<b>Fort</b>
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Dexterity vs. Fortitude  
**Hit:** 3d6 + Dexterity modifier (+6) necrotic damage, and the target is weakened until the end of your next turn.

**Movement Technique**  
**Move Action Melee 1**  
**Effect:** You teleport yourself and the target 5 squares to squares adjacent to each other. The target grants combat advantage to you until the end of your next turn.

Iron Body Ki Focused Sickie +3: +18 attack, 3d6+9 damage  
Ki Sickie +2: +15 attack, 3d6+8 damage  
Iron Body Ki Focus +3: +18 attack, 3d6+9 damage

ADDITIONAL EFFECTS

CLASSGhostwalkerLEVEL11BOOK*PH3*

ENCOUNTER POWER

Skirling Grasp

KEYWORDSElemental, Full Discipline, Implement, PsionicUSED

Standard		Close blast 3
<b>ACTION</b>	<b>3</b>	<b>RANGE</b>
<b>18</b>	<b>vs</b>	<b>Fort</b>
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Dexterity vs. Fortitude  
**Hit:** 2d8 + Dexterity modifier (+6) damage and the target is immobilized until the end of your next turn.

**Effect:** You slide each target up to 2 squares.

**Movement Technique**  
**Move Action Personal**  
**Effect:** You move up to your speed + 2, ignoring difficult terrain.

Iron Body Ki Focused Sickie +3: +18 attack, 2d8+9 damage  
Ki Sickie +2: +15 attack, 2d8+8 damage  
Iron Body Ki Focus +3: +18 attack, 2d8+9 damage

ADDITIONAL EFFECTS

CLASSMonkLEVEL13BOOK*HOTEC*

ENCOUNTER POWER

Takedown Strike

KEYWORDSMartial, WeaponUSED

No Action		Melee 1
<b>ACTION</b>		<b>RANGE</b>
	<b>vs</b>	The triggering enemy
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Trigger:** You hit an enemy adjacent to you with an attack.

**Effect:** The target takes extra damage from the triggering attack equal to the ability modifier used in the triggering attack, and you knock the target prone.

ADDITIONAL EFFECTS

CLASSMercenaryLEVEL1BOOK*Dragon 399*

ENCOUNTER POWER

Lashing Rain

KEYWORDSImplement, Psionic, StanceUSED

Standard		Melee touch
<b>ACTION</b>		<b>RANGE</b>
<b>18</b>	<b>vs</b>	<b>Fort</b>
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Dexterity vs. Fortitude  
**Hit:** 2d10 + Dexterity modifier (+6) damage, and you slide the target 2 squares to a square adjacent to you.

**Effect:** You assume the lashing rain stance. Once per turn, when an enemy you can see enters a square adjacent to you while you are able to make opportunity attacks, you deal 5 damage to that enemy and slide it 2 squares to any unoccupied square adjacent to you. You are slowed while you are in this stance. You can end the stance as a free action.

Iron Body Ki Focused Sickie +3: +18 attack, 2d10+9 damage  
Ki Sickie +2: +15 attack, 2d10+8 damage  
Iron Body Ki Focus +3: +18 attack, 2d10+9 damage

ADDITIONAL EFFECTS

CLASSMonkLEVEL1BOOK*PP*

DAILY POWER

Heart of Dust

KEYWORDSPoison, Shadow, WeaponUSED

Standard		Melee weapon
<b>ACTION</b>		<b>RANGE</b>
<b>20</b>	<b>vs</b>	<b>AC</b>
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Dexterity vs. AC  
**Hit:** 2[W] + Dexterity modifier (+6) damage, and ongoing 5 poison damage (save ends). Whenever the target takes this ongoing damage, each enemy within 2 squares of it takes 5 poison damage.

**Miss:** Half damage, and each enemy within 2 squares of the target takes 3 poison damage.

Iron Body Ki Focused Sickie +3: +20 attack, 2d6+9 damage  
Ki Sickie +2: +17 attack, 2d6+8 damage

ADDITIONAL EFFECTS

CLASSAssassinLEVEL5BOOK*Dragon 379*

DAILY POWER



Strength to Weakness

KEYWORDS

Implement, Psionic


USED

Standard

\*  

Melee touch

ACTION

RANGE

18

vs

Fort

One creature

ATTACK

DEFENSE

TARGET

**Attack:** Dexterity vs. Fortitude or Reflex  
**Hit:** Ongoing damage equal to 15 + your Dexterity modifier (+6) (save ends).  
**Miss:** Ongoing 10 damage (save ends).

Iron Body Ki Focused Sickie +3: +18 attack, Ongoing+0 damage  
Ki Sickie +2: +15 attack, Ongoing+0 damage  
Iron Body Ki Focus +3: +18 attack, Ongoing+0 damage

ADDITIONAL EFFECTS

+1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.

CLASS

Monk

LEVEL

9

BOOK

PH3

DAILY POWER



DUNGEONS & DRAGONS

Second Wind

KEYWORDS



USED

Standard

Personal

ACTION

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

**Effect:** Spend a healing surge and gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

\*

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS



Shadow Jaunt

KEYWORDS

Teleportation



USED

Move

Personal

ACTION

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

**Effect:** You teleport 3 squares and become insubstantial until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

Shadar-kai

LEVEL

BOOK

Dragon 372

UTILITY POWER

DUNGEONS & DRAGONS



Converging Shadows

KEYWORDS

Shadow



USED

Imm Interr

Personal

ACTION

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

**Trigger:** You are targeted by a melee or ranged attack  
**Effect:** You gain concealment until the end of your next turn. If the Triggering attack misses, you can make a Stealth check to hide.

ADDITIONAL EFFECTS

CLASS

Assassin

LEVEL

2

BOOK

Dragon 388

UTILITY POWER



DUNGEONS & DRAGONS

Enter the Crucible

KEYWORDS



USED

Minor

Personal

ACTION

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

**Requirement:** You must have at least one healing surge remaining.  
**Effect:** You lose a healing surge. Until the end of the encounter, you cannot be weakened, and you gain resist 10 to all damage.  
**Prerequisite:** You must be trained in Endurance.

ADDITIONAL EFFECTS

CLASS

Endurance

LEVEL

10

BOOK

DSH

UTILITY POWER

DUNGEONS & DRAGONS



Soul Dance

KEYWORDS

Psionic, Stance, Teleportation



USED

Minor

Personal

ACTION

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

**Effect:** Until the stance ends, you have concealment. When any enemy misses you with a melee attack, you can use a free action to teleport to a square adjacent to that enemy and gain combat advantage against it until the end of your next turn.

ADDITIONAL EFFECTS

CLASS

Ghostwalker

LEVEL

12

BOOK

PH3

UTILITY POWER

DUNGEONS & DRAGONS



Echoing Thunder

KEYWORDS

Psionic



USED

Free

Personal

ACTION

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

**Trigger:** You use your Flurry of Blows power  
**Effect:** Each enemy within 2 squares of you that was not damaged by your Flurry of Blows power is pushed 1 square.

ADDITIONAL EFFECTS

CLASS

Monk

LEVEL

6

BOOK

PH3

UTILITY POWER

DUNGEONS & DRAGONS

Iron Body Ki Focus +3

DAMAGE	PROFICIENT	GROUP	RANGE
+3 attack rolls and damage rolls		15	+3d10 damage
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES

If you hit an opponent with an attack using this ki focus, you gain resistance to all of that target's attacks equal to 2 + this implement's enhancement bonus until the end of your next turn.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

**Requirement:** Must be able to use Ki Focuses as an implement.  
**Rarity:** Uncommon

ITEM SLOT	Ki Focus	WEIGHT	0	PRICE	25000	BOOK	Dragon 382
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MAGIC WEAPON

DUNGEONS & DRAGONS

Ki Sickie +2

DAMAGE	PROFICIENT	GROUP	RANGE
1d6	2	Light Blade	
+2 attack rolls and damage rolls		8	+2d8 damage
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES

Once per turn, when you use your Flurry of Blows power, it deals 2 extra damage to its targets.  
Off-hand

Melee Basic Attack: +17 attack, 1d6+5 damage

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

**Rarity:** Uncommon

ITEM SLOT	Off-hand	WEIGHT	2	PRICE	3400	BOOK	PH
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MAGIC WEAPON

DUNGEONS & DRAGONS

Bloodhound Bracers (paragon tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
ENHANCEMENT		13 LEVEL	Arms Slot Item TYPE
PROPERTIES			
Creatures that are taking ongoing damage grant combat advantage to you.			
POWER			
Rarity: Uncommon Power (Daily): Free Action. Trigger: You bloody an enemy. Effect: That enemy takes ongoing 5 damage (save ends).			
ITEM SLOT	Arms	WEIGHT 0	PRICE 17000 BOOK AV2
MAGIC ITEM		DUNGEONS & DRAGONS	

Flaying Gloves (paragon tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
ENHANCEMENT		14 LEVEL	Hands Slot Item TYPE
PROPERTIES			
POWER			
Rarity: Uncommon Power (Daily): Free Action. Use this power when you hit with a light blade melee attack and have combat advantage against the target. That attack deals an extra ongoing 10 damage (save ends). If the attack already deals ongoing damage of any type, this item's power has no effect.			
ITEM SLOT	Hands	WEIGHT 0	PRICE 21000 BOOK AV
MAGIC ITEM		DUNGEONS & DRAGONS	

Magic Cloth Armor (Basic Clothing) +2

	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+2 AC ENHANCEMENT		6 LEVEL	Armor TYPE
PROPERTIES			
Jackets, mantles, woven robes, and padded vests don't, by themselves, provide any significant protection. However, you can imbue them with protective magic. Cloth armor doesn't slow you down or hinder your movement at all. All characters have proficiency with cloth armor.			
POWER			
Rarity: Common			
ITEM SLOT	Body	WEIGHT 4	PRICE 1800 BOOK PH
MAGIC ITEM		DUNGEONS & DRAGONS	